

# Enabling Secure Ad-hoc Collaboration

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# Goals



- support collaboration
  - able to form ad-hoc
  - add users and services on the fly, as needed
  - scalable to large established collaborations
- flexible security
  - includes a range of mechanisms
  - allows appropriate levels of security
- minimal dependence on any single resource or server
  - these provide added value when present
- easy to collaborate
  - no one will use it otherwise

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# Overview



- what needs to be reevaluated
  - communication
  - authentication and authorization
- applications
  - information-sharing tool (scishare)
  - Pervasive Collaborative Computing Environment (PCCE) secure messaging tool
- conclusion

# Overview



- **secure group communication**
  - architectures
  - InterGroup protocols
  - Secure Group Layer
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# Secure Group Communication

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- (reliably) communicate with the other collaborators
- security
  - know the identities of the other collaborators
  - protect information
  - authorize users
- scalability

# Achieving Secure Group Communication (1)

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- unicast mechanisms (TCP and SSL)
  - architectures
    - centralized server
    - completely connected mesh
    - overlay network
  - advantages
    - existing infrastructure
    - familiar to developers
  - disadvantages
    - inefficient
    - single point of failure
    - hard to scale
    - complex to manage

# Achieving Secure Group Communication (2)

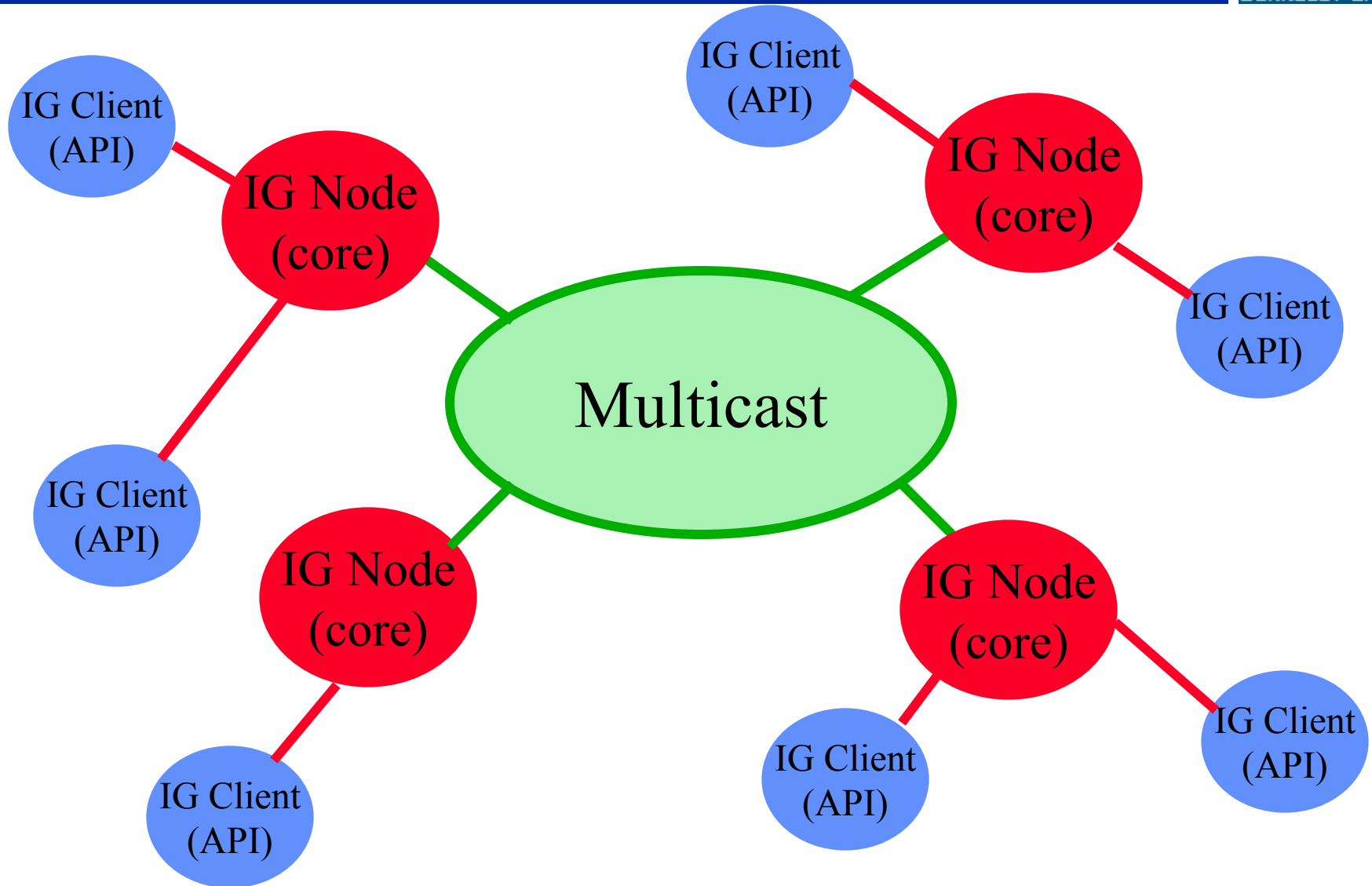
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- IP multicast-based mechanisms (InterGroup and Secure Group Layer)
  - add to IP multicast
    - acknowledgments and retransmissions
    - membership
    - message ordering
  - advantages
    - efficient
    - easier to scale
  - disadvantages
    - lack of IP multicast infrastructure deployment
    - unfamiliar paradigm to developers



# InterGroup Architecture



# InterGroup Design



- node
  - automatically handles membership, message ordering and retransmission of missed messages
  - uses IP Multicast to transmit messages
- client (API)
  - usable as a library that connects via TCP to the InterGroup node
  - allows machines without multicast connectivity to participate
  - developed for ease of use

# Implementation



- current release v1.5
  - IG Node (Java)
    - daemon listening for client connections
    - flow/congestion control very crude
    - reliable group ordered delivery
  - IG Client (Java, C++, Python)
    - connects to IG node using TCP
    - C++ client (unix flavors only)
    - Python client is SWIG wrapping of the C++ client

# Secure Group Layer Goals

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- provide a secure channel for the group
- authorization of group members (individually enforced)
- group key management (not centralized)
- group security optional
- portable implementation

# SGL Implementation



- prototype release (in progress) in C++
  - built using recently proven cryptographic algorithms
  - targeted for controlled environments
  - support for anonymous, password-based, and certificate-based modes
  - uses InterGroup as transport
  - same API as InterGroup (with security extensions)
    - similar to SSL/TCP model

# Overview

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# Scishare Goals



- store and manage information on local storage facilities
- share information with remote participants
- lightweight
- scalable
- secure

# What's Different Here?



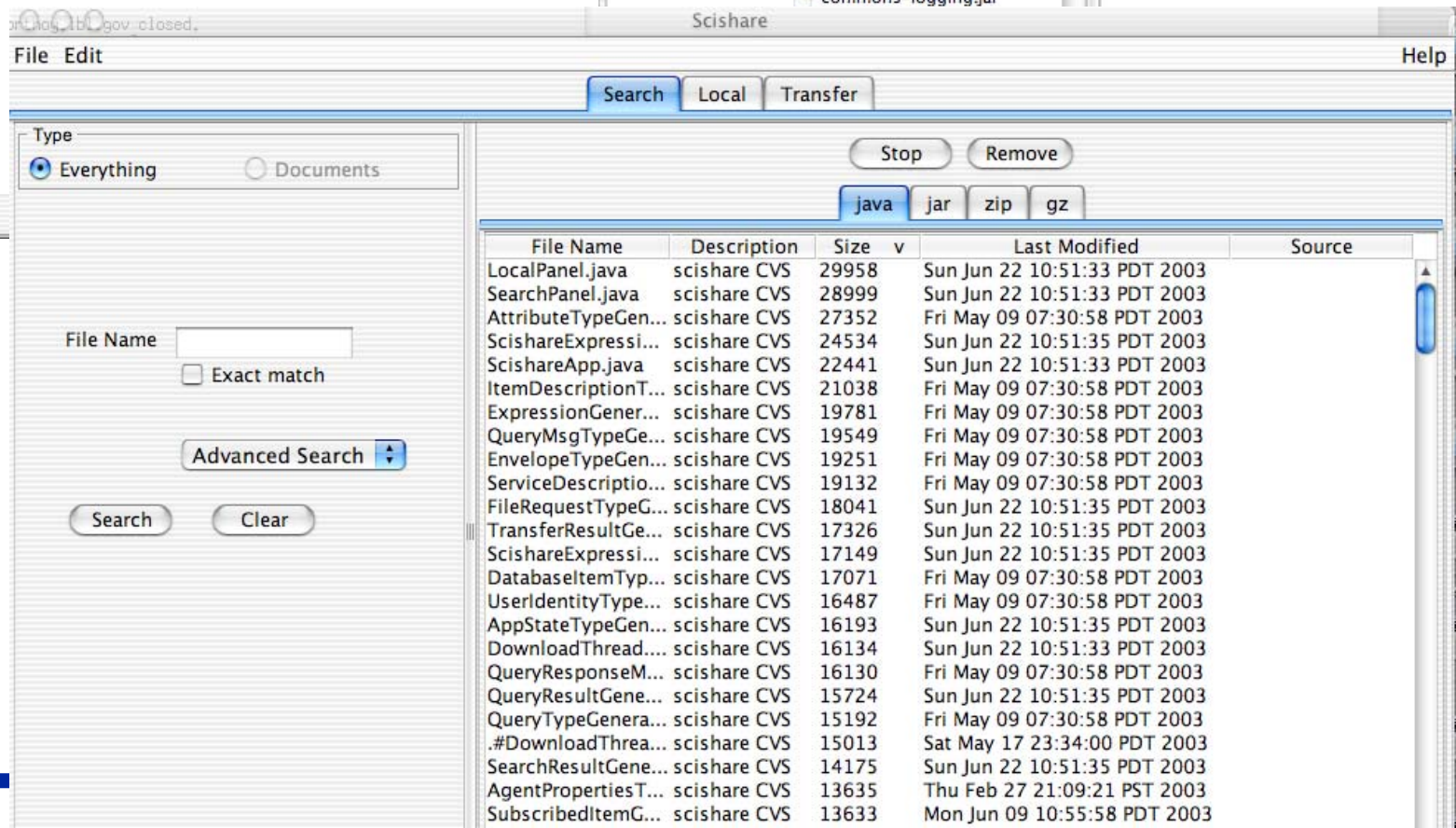
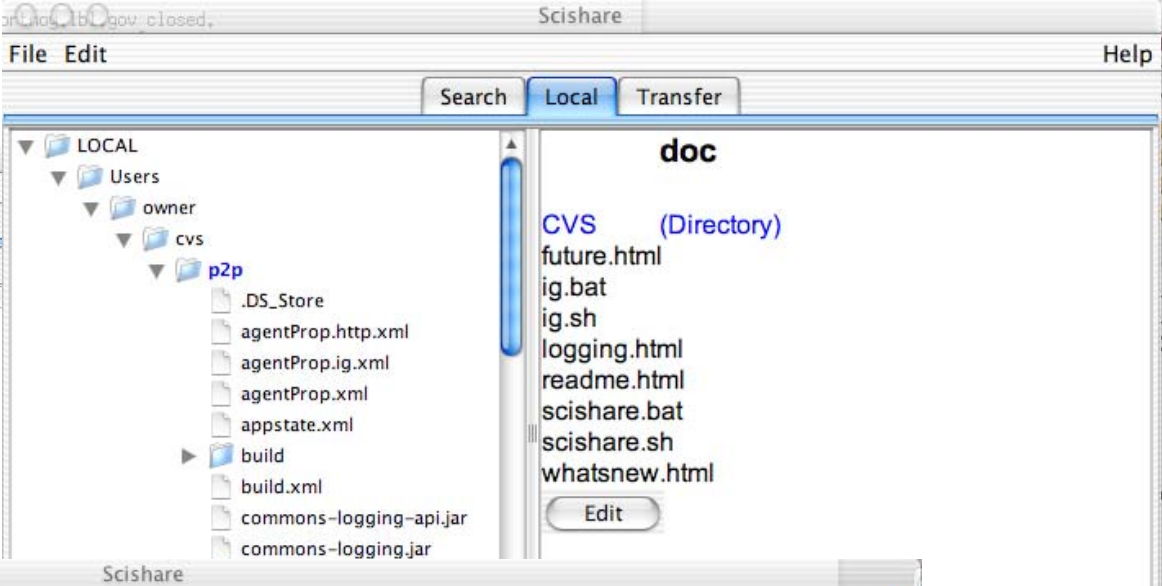
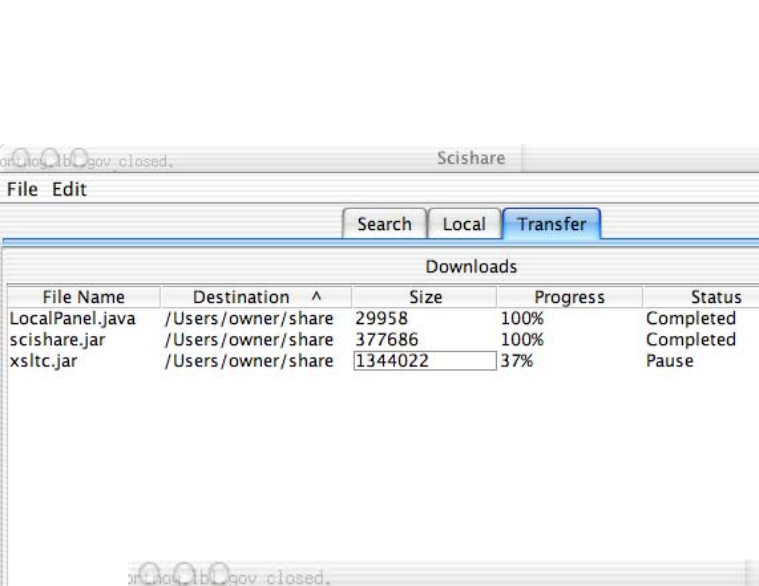
- use of group communication mechanisms for searching
- security mechanisms and policies for ad hoc information sharing based on
  - Secure Group Layer (SGL) for securing group communication
  - support for X.509 identity certificate-based authentication and authorization



# Implementation



- initial release scheduled for Q3 2003
- software in Java (requires Java 1.4)
  - a simple messaging framework for resource discovery (based on XML)
  - information discovery between hosts using InterGroup and HTTP for communication
  - search for files by file name, description, and file size
  - download a file whose metadata was returned as a result of a search
  - manage sharing of local files



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# Current PCCE Architecture



- PCCE Server
  - maintains long-lived information (authorized users, available tools, system venues, descriptions, etc.)
  - performs authentication of users (entry point into the system)
- IRC Server
  - back-end for messaging
  - maintains short-lived information (user-created venues, venue participants, etc.)
- PCCE Client
  - user front end
  - communicates with other clients through servers

# Future PCCE Architecture



- InterGroup/SGL
  - used for exchange of short and long lived information
  - replaces IRC server as back-end for messaging
- PCCE Server
  - still maintains long-lived information
  - grants users additional capabilities
- PCCE Client
  - maintain short-lived information
  - entry point to the system (limited capabilities without server)

# Overview



- secure group communication
- authentication and authorization
- information-sharing tool (scishare)
- Pervasive Collaborative Computing Environment (PCCE) secure messaging tool
- **conclusion**

# Conclusion



- InterGroup and SGL provide core communication services for ad-hoc or infrastructure-enabled collaborations
- scishare example of tool designed with this model in mind
- PCCE example of moving from client-server model to ad-hoc model

# Authorization and Authentication in Ad Hoc Environments

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- central database that most existing systems use may not be available
- shared secrets not feasible in many situations and not scalable
- independent (local) databases difficult to maintain and lead to inconsistencies
- real-time interfaces do not work for unsupervised applications
- likely solution is some combination of the above



# More info



- InterGroup protocols  
<http://www-itg.lbl.gov/CIF/GroupComm/InterGroup/>
- SGL  
<http://www-itg.lbl.gov/SecGrpComm/index.html>
- scishare  
<http://www-itg.lbl.gov/P2P/file-share/>
- PCCE  
<http://www-itg.lbl.gov/Collaboratories/pcce.html>